

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game apparatus used in association with a display, wherein a plurality of players participate and play a game on a display screen displayed on said display, said game apparatus comprising:

one or more game program storage areas configured to store a game program;

an operating member ~~operated~~operable by the player;

number-of-players detection programmed logic circuitry configured to detect the number of players who participate in the game;

screen partitioning programmed logic circuitry configured to partition a display area included in said display screen by the number of the participating players, and configured to form a plurality of divided areas;

game image generating programmed logic circuitry configured to generate game images in each of said divided areas allotted to each player based on said game program and an operation from said operating member;

evaluating value setting programmed logic circuitry configured to set an evaluating value of each player based on how well each player is doing in the game relative to the other players; and

size changing programmed logic circuitry configured to change a size of said divided areas allotted to each player based on said evaluating value.

2. (Previously Presented) A game apparatus according to claim 1, wherein

said screen partitioning programmed logic circuitry is configured to equally divide an area of said display area by said number of the participating players, wherein

 said size changing programmed logic circuitry is configured to change the area of said divided areas of each player.

3. (Previously Presented) A game apparatus according to claim 1, further comprising display area rendering programmed logic circuitry configured to render a circular display area within said display screen; wherein

 said screen partitioning programmed logic circuitry is configured to equally divide said circular display area rendered by said display area rendering programmed logic circuitry by said number of the participating players in such a manner that each divided area is rendered by an angle that passes the center thereof,

 said size changing programmed logic circuitry is configured to change a center angle of said divided areas of each player.

4. (Previously Presented) A game apparatus according to claim 1, wherein
 said game image generating programmed logic circuitry is configured to generate a changed game image according to a size change of said divided areas by said size changing programmed logic circuitry.

5. (Previously Presented) A game apparatus according to claim 4, wherein
 said game image generating programmed logic circuitry is configured to generate the game image in such a manner as to change a visual range.

6. (Previously Presented) A game apparatus according to claim 1, further comprising end determining programmed logic circuitry configured to determine whether there is a player who ends the game out of the participating players; wherein said size changing programmed logic circuitry is configured to re-divide said display area by the number of the remaining players when said end determining programmed logic circuitry determines that there is the player who ends the game, and is configured to determine a size of re-divided areas based on the evaluating value of the remaining players.

7. (Currently Amended) A game system in which a plurality of players participate and play a game, and having a video game machine connected to a common display and a plurality of hand-held game machines including a separate display connected to said video game machine, said game system comprising:

an exchanging portion configured to exchange data between said video game machine and said hand-held game machine; and

an evaluating value setter configured to set an evaluating value of each player based on how well each player is doing in the game relative to the other players; wherein

said hand-held game machine, includes:

at least one first game-program storage area configured to store a program for a player's own hand-held game;

an operating member operated by the player;

first game-image generating programmed logic circuitry configured to generate a separate game image to be displayed on said separate display based on said program for a player's own hand-held game [[and]] or an operation from said operating member; and said video game machine, includes:

at least one second game-program storage area configured to store an operating program for the video game machine and a program for an interlocking game;

number-of-players detecting programmed logic circuitry configured to detect the number of players who participate in the game;

screen partitioning programmed logic circuitry configured to partition a display area included in a common screen to be displayed on said common display in correspondence with the number of the participating players, and configured to form a plurality of divided areas;

second game-image generating programmed logic circuitry configured to generate game images in each of said divided areas allotted to each player based on the program stored in said second game-program storage area [[and]] or an operation from said operating member received by said exchanging portion; and

size changing programmed logic circuitry configured to change a size of said divided areas allotted to each player based on said evaluating value set by said evaluating value setter.

8. (Previously Presented) A game system according to claim 7, wherein said evaluating value setter comprises evaluating value setting programmed logic circuitry and is provided in said video game machine,

said first game-image generating programmed logic circuitry is configured to re-generate said separate game images based on the evaluating value of the player received from said video game machine by said exchanging portion.

9. (Currently Amended) A game apparatus for use with a display, and in which a plurality of players participate and play a game on a display screen displayed on said display, said game apparatus comprising:

 at least a first game program storage configured to store a game program;

 an operating member ~~operated-operable~~ by the player;

 number-of-players detecting programmed logic circuitry configured to detect the number of players who participate in the game;

 screen partitioning programmed logic circuitry configured to partition a display area included in said display screen by the number of the participating players, and configured to form a plurality of divided areas;

 game image generating programmed logic circuitry configured to generate game images in each of said divided areas allotted to each player based on said game program and an operation from said operating member;

 end determining programmed logic circuitry configured to determine whether there is a player who ends the game out of the participating players; and

 re-partitioning programmed logic circuitry configured to re-partition said display area by the number of the remaining players when said end determining programmed logic circuitry determines that there is the player who ends the game, and configured to allot the re-divided

areas to the remaining players in accordance with how the remaining players are performing in the game relative to one another.

10. (Currently Amended) A game system in which a plurality of players participate and play a game, and having a video game machine connected to a common display and a plurality of hand-held game machines including a separate display connected to said video game machine, said game machine comprising:

exchanging programmed logic circuitry configured to exchange data between said video game machine and said hand-held game machine; wherein

said hand-held game machine, includes:

at least a first game-program storage area configured to store a program for a player's own hand-held game;

an operating member operated operable by the player;

first game-image generating programmed logic circuitry configured to generate a separate game image to be displayed on said separate display based on said program for a player's own hand-held game [[and]] or an operation from said operating member; and

said video game machine, includes:

at least a second game-program storage area configured to store an operating program for the video game machine and a program for an interlocking game;

number-of-players detecting programmed logic circuitry configured to detect the number of players who participate in the game;

screen partitioning programmed logic circuitry configured to partition the display area included in a common screen to be displayed on said common display in correspondence with the number of the participating players, and configured to form a plurality of divided areas;

second game-image generating programmed logic circuitry configured to generate game images in each of said divided areas allotted to each player based on the program stored in said second game-program storage area [[and]] or an operation from said operating member received by said exchanging portion;

end determining programmed logic circuitry configured to determine whether there is a player who ends the game out of the participating players; and

re-partitioning programmed logic circuitry configured to re-partition said display area by the number of the remaining players when determined by said determining portion that there is the player who ends the game, and configured to allot the re-divided areas to the remaining players in accordance with how the remaining players are performing in the game relative to one another.

11. (Currently Amended) A non-transitory computer readable storage medium that stores an executable game program configured to change a plurality of divided areas on a display screen in a game apparatus that is provided to be associated with said display, and a plurality of players participate in a game and operate an operating member so as to play the game on said display screen displayed on said display, said game program allows a computer of said game apparatus to execute steps comprising:

detecting the number of players who participate in the game;

partitioning the display area included in said display screen by the number of the participating players, and forming said plurality of divided areas;

generating game images in each of said divided areas allotted to each player based on
| said game program and an operation from said operating member;

setting an evaluating value of each player based on how well each player is doing in the game relative to the other players; and

changing a size of said divided areas allotted to each player based on said evaluating value.

12. (Currently Amended) A non-transitory computer readable storage medium that stores a game program configured to change a plurality of divided areas on a common screen in a game system having a video game machine connected to a common display, and a plurality of hand-held game machines including an operating member operated-operable by a player and a separate display connected to said video game system, wherein a plurality of players participate and play the game on said common screen displayed on said common display and a separate screen displayed on said separate display,

said game program allows a computer of said hand-held game machine to execute steps comprising:

transferring an operation from said operating member to said video game machine; and

generating a separate game image to be displayed on said separate display based
| on the operation from said operating ~~unit~~ member; and

said game program allows a computer of said video game machine to execute steps comprising:

receiving an operation from said hand-held game machine;
detecting the number of the players who participate in the game;
partitioning a display area included in said common screen in correspondence with the number of the participating players, and forming said plurality of divided areas;
generating game images in each of said divided areas allotted to each player based on said game program and an operation received by said operation receiving step;
setting an evaluating value of each player based on how well each player is doing in the game relative to the other players; and
changing a size of said divided areas allotted to each player based on said evaluating value.

13. (Currently Amended) A non-transitory computer-readable storage medium that stores an executable game program configured to change a plurality of divided areas on a display screen in a game apparatus for use with a display, and in which a plurality of players participate in a game and operate an operating unit so as to play the game on said display screen displayed on said display, said game program enabling a computer of said game apparatus to execute steps comprising:

detecting the number of players who participate in the game;
partitioning a display area included in said display screen by the number of the participating players, forming said plurality of divided areas;

generating game images in each of said divided areas allotted to each player based on

~~said game program and an operation from said operating unit;~~

determining whether there is a player who ends the game out of the participating players;

and

re-partitioning said display area by the number of the remaining players when determined by said determining step that there is a player who ends the game, and allotting the re-divided areas to the remaining players in accordance with how the remaining players are performing in the game relative to one another.

14. (Currently Amended) A non-transitory computer-readable storage medium that stores an executable game program configured to change a plurality of divided areas on a common screen in a game system having a video game machine connected to a common display, and a plurality of hand-held game machines including an operating unit ~~operated-operable~~ by a player and a separate display connected to the video game machine, wherein a plurality of players participate and play the game on said common screen displayed on said common display and a separate screen displayed on said separate display,

said game program enabling a computer of said game apparatus to execute steps comprising:

transferring an operation from said operating unit to said video game machine; and

generating a separate game image to be displayed on said separate display based on the operation from said operating unit; and

said game program enables a computer of said video game machine to execute steps comprising:

 receiving an operation from said hand-held game machine;
 detecting the number of players who participate in the game;
 partitioning a display area included in said common screen in correspondence with the number of the participating players, and forming said plurality of divided areas;
 generating game images in each of said divided areas allotted to each player based on ~~said game program and~~ an operation received by said operation receiving step;
 determining whether there is the player who ends the game out of the participating players; and
 re-partitioning said display area by the number of the remaining players when determined by said determining step that there is a player who ends the game, and allotting the re-divided areas to the remaining players in accordance with how the remaining players are performing in the game relative to one another.

15. (Previously Presented) A method of representing relative game progress in a competitive game displayed on at least one display screen, the method comprising:

 partitioning the display screen area into plural partitions;
 assigning each partition to a different player in one-to-one correspondence so that each player is assigned exactly one partition;
 determining, as the game progresses, how each player is performing relative to the other players, based on game factors other than the size of a player's partition; and

dynamically changing the relative sizes of the display screen partitions, based on how each player is performing in the game as determined by the determining, such that the players are given a visual indication of their relative performance within the game through the size of the display screen area allocated to them, such that a first player who is beating a second player in the game is allocated a larger display screen partition than the second player.